WEST VALLEY CITY, UTAH

ORDINANCE NO. 08-46

Draft Date:	
Date Adopted:	
Effective Date:	

AN ORDINANCE APPROVING THE AMENDMENT OF LOTS 38-41 IN BLOCK 7 OF THE CHESTERFIELD SUBDIVISION.

WHEREAS, the City is in receipt of petition S-25-2008, proposing an amendment to lots 38-41 in Block 7 of the Chesterfield Subdivision located at approximately 1597 West Claybourne Avenue in West Valley City; and

WHEREAS, the purpose for the amendment is to create an additional residential building lot; and

WHEREAS, proper notice was given and a public hearing was held pursuant to Section 10-9a-207, Utah Code Annotated; and

WHEREAS, the City Council finds that after the public hearing, that there is good cause for the plat amendment, and that neither the public nor any person will be materially injured by the proposed plat amendment and that the approval is in the best interest of the health, safety and welfare of the citizens of West Valley City; and

NOW THEREFORE, BE IT ORDAINED by the City Council of West Valley City, State of Utah, as follows:

- Section 1. The amendment to lots 38-41 in Block 7 of the Chesterfield Subdivision located at approximately 1597 West Claybourne Avenue in West Valley City and as shown in Petition No. S-25-2008, is hereby approved.
- Section 2. This Ordinance shall have no force or effect on any rights-of-way or easements of any lot owner, and the franchise rights of any public utilities shall not be impaired thereby, nor shall it have any force or effect on any holders of existing franchises, water drainage pipelines, or other such uses as they may presently exist under, over or upon said property or as are or may be shown on the official plats and records of Salt Lake County.

Section 3.	The City Recorder is hereby directed to record this Ordinance with the Salt Lake County Recorder's Office.		
Section 4.	This Ordinance shall become required by law.	e effective immediately upon	posting as
PAS	SSED AND APPROVED this _	day of	2008.
		WEST VALLEY CITY	
		MAYOR	
ATT	ΓEST:		
CIT	Y RECORDER		